

N.B.

Battery life Life

Your Videomaster will run on a standard PP3 style battery. However, for the best results and longer life use an alkaline battery (eg. Mallory Duracell) or High Power type (eg. Ever Ready Premium PP3-P). And don't forget to turn both television and Videomaster off after use.

Take it with you

Your Videomaster Olympic is so small and compact you can easily take it along when you visit friends. They'll be intrigued to see it.

Please remember

The Videomaster Olympic is a precision engineered, electronic product. Please treat it with care.

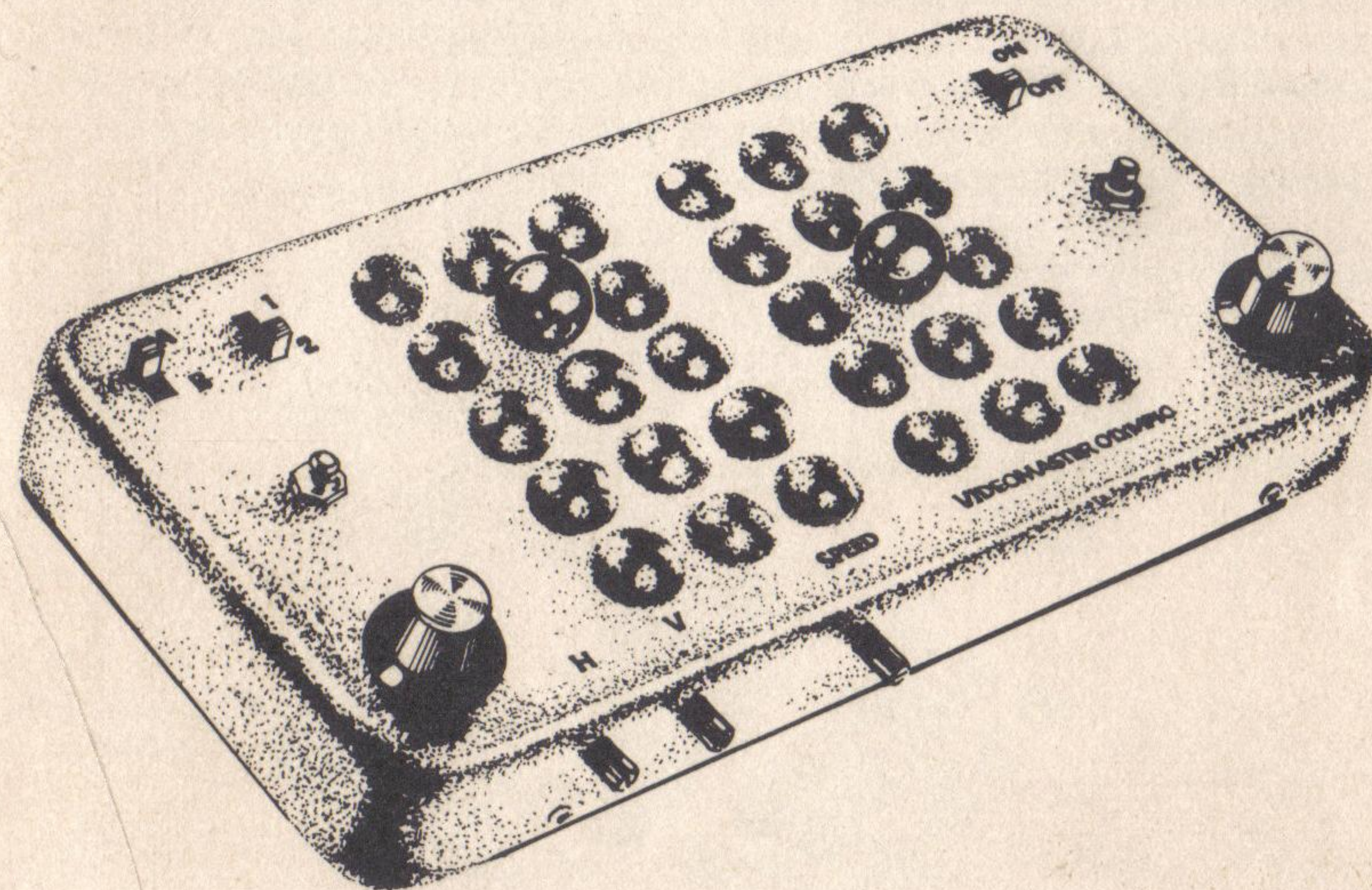


Manufactured by

Videomaster Ltd

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HOLD YOUR OWN GAMES WITH THE VIDEOMASTERTM OLYMPIC Home TV Game



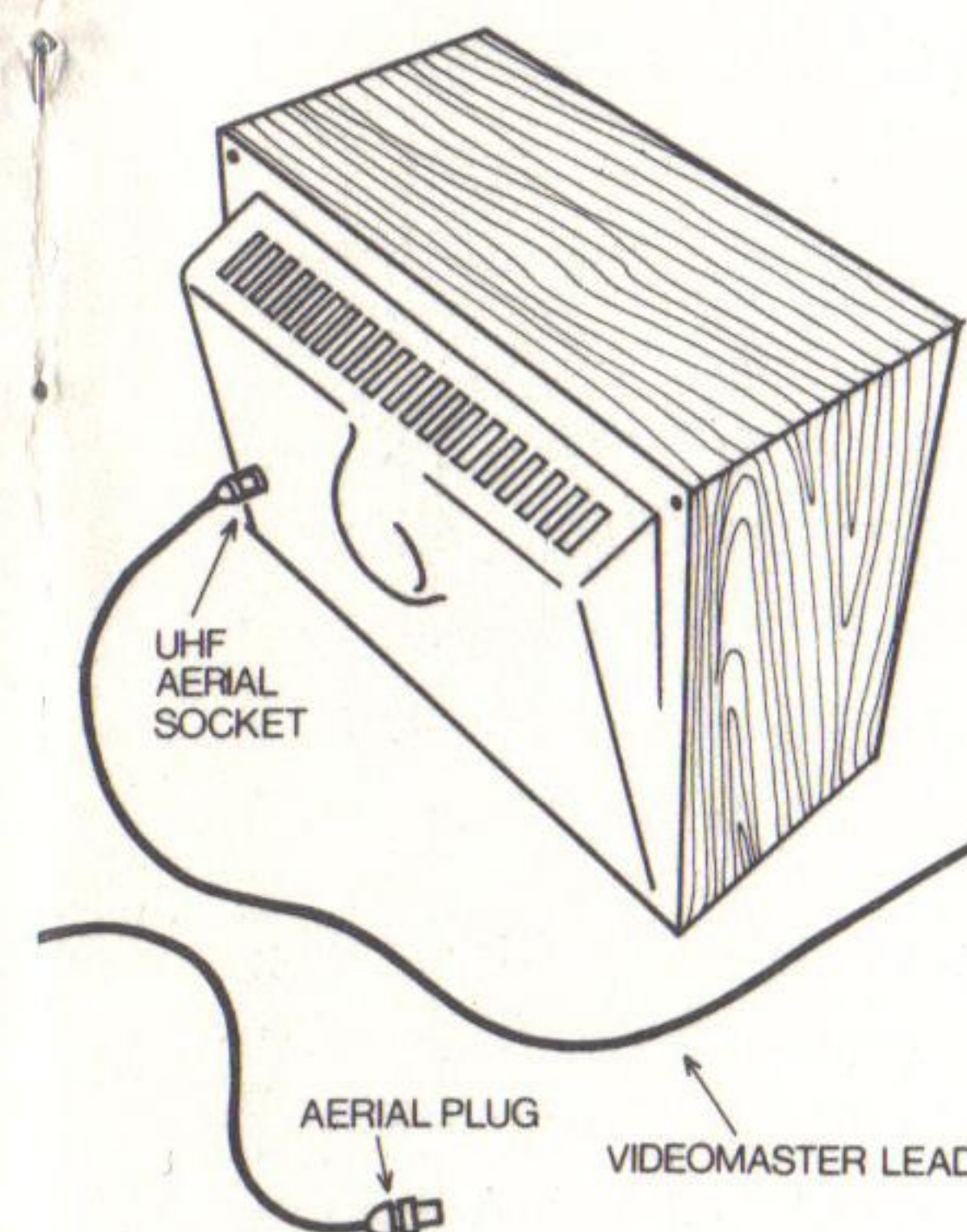
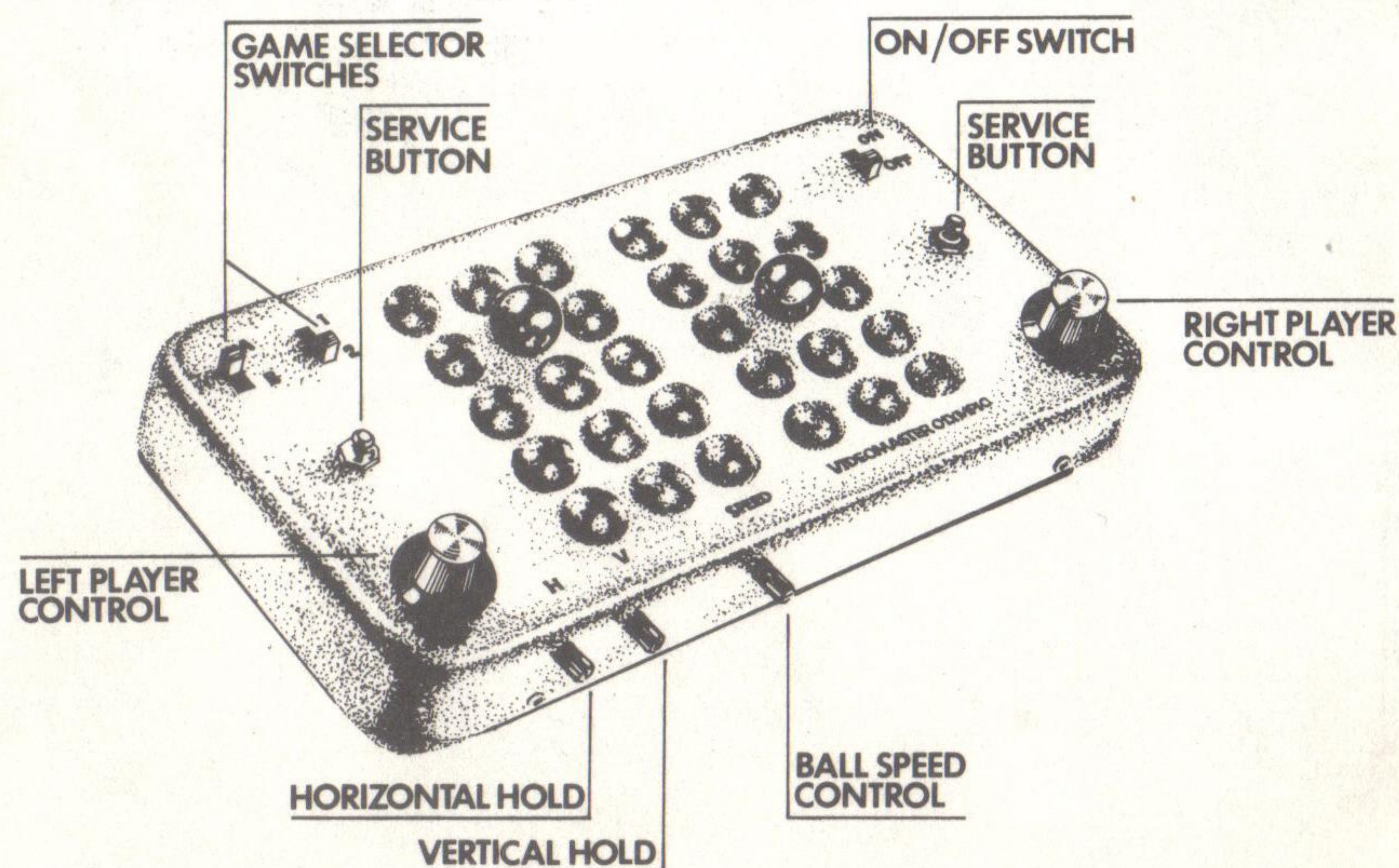
OLYMPIC

IF ALL ELSE FAILS, READ THE INSTRUCTIONS

This instruction book is written for people who don't like instruction books. The first section sets it all down as briefly as possible, for people who are half-way there already. The second section is for people who like a little more information.

After that comes details of the **seven** electronic games provided by your Videomaster Olympic.

Friendly warning To save you a lot of wasted time, please do not touch the controls on the front of your Olympic until you've plugged it in to your TV set for the first time. The controls are set at the factory to give as near perfect an initial picture as possible, and if you play with them before tuning in, you'll have to spend a lot of time just getting back to square one.



Quickly then

1. Turn off your TV set.
2. Fit a 9 volt battery onto connector in space provided underneath (see note on battery life).
3. Fit Videomaster lead into your TV's UHF socket in place of aerial plug.
4. Switch on both TV set and Videomaster.
5. Switch your TV to an unused channel.
6. If you don't get a picture, tune in your TV set as if to an ordinary programme.
7. If you don't have a press button TV set, turn the tuning dial to channel 36.
8. When the picture appears, use the fine tuner on your TV set. Plus contrast or brilliance, if needed.
9. You may need to adjust the vertical or horizontal holds on the Videomaster to get a perfect picture.
10. Place the steel balls into the recesses.

To play, just move the two controls at either end of of the Videomaster console

In greater detail

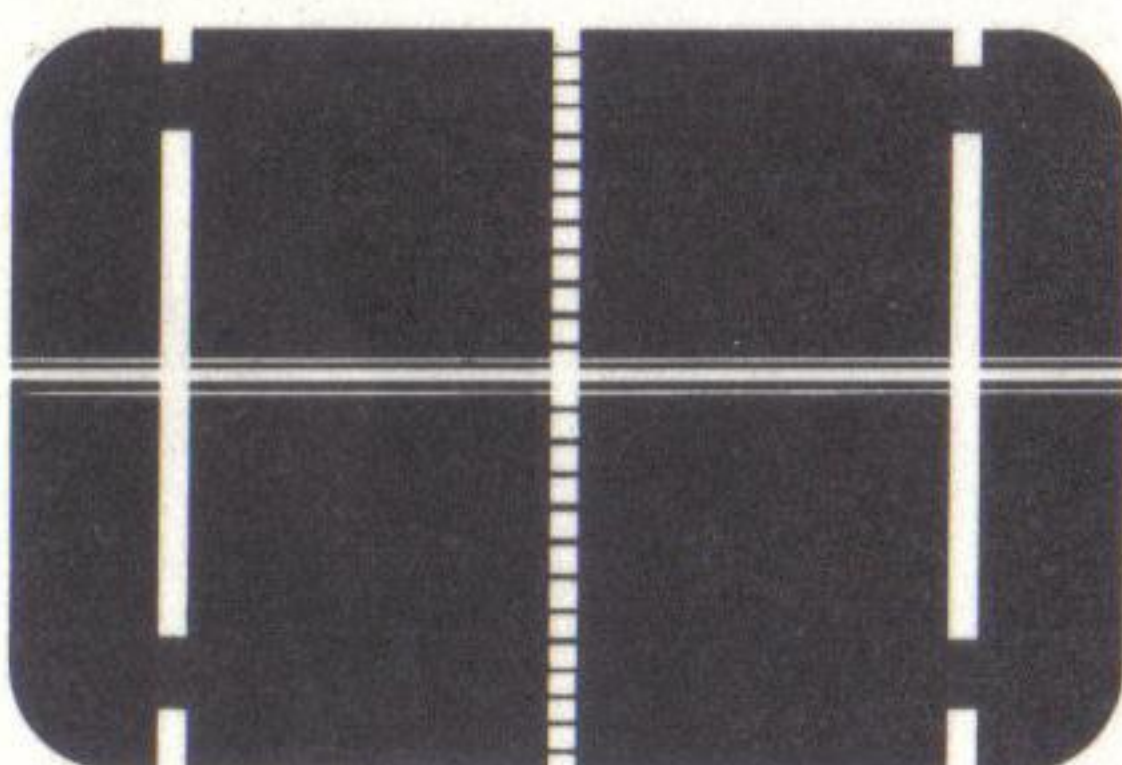
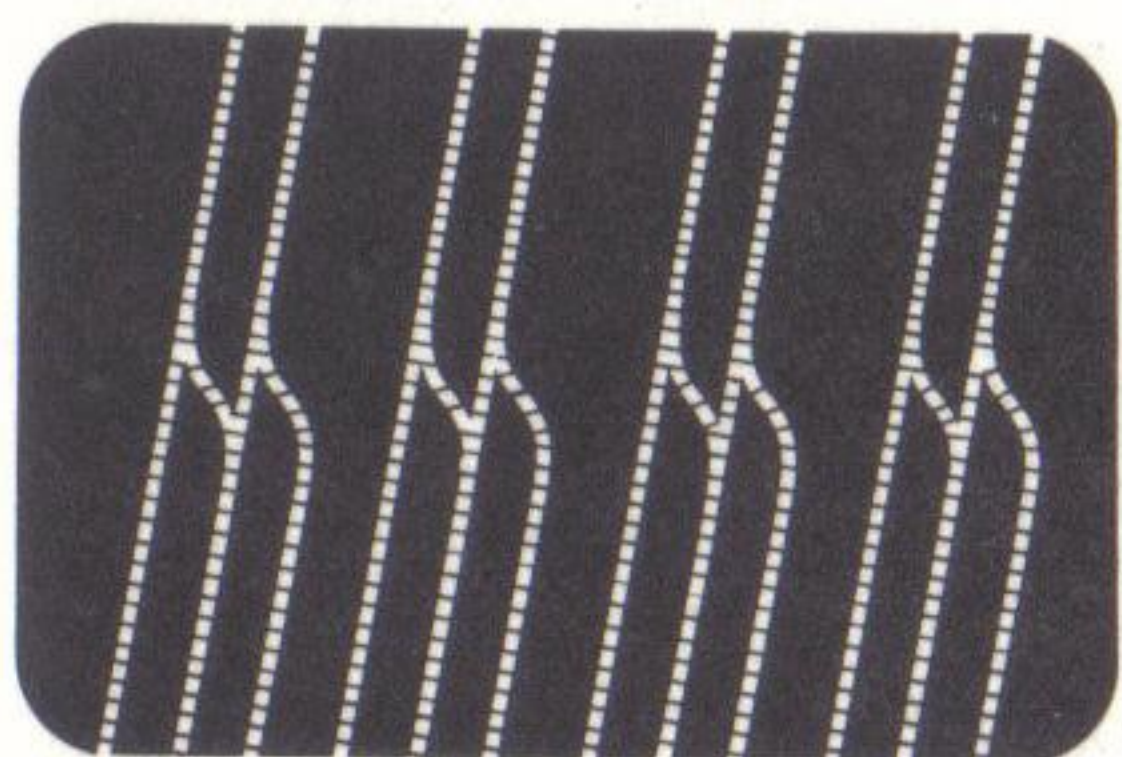
1. Make sure your TV set is turned off.
2. On the right, underneath your Videomaster, you'll find a battery connector. Fit it to a 9 volt battery (see note on battery life). Insert battery into space provided.
3. Remove the aerial plug from its UHF socket (usually at the back of the TV set). In its place, plug in the lead from the Videomaster.
4. Set the game selector switches to B.2 and turn both control knobs (at the bottom corners of the console) fully clockwise. Switch on your TV set and your Videomaster.

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5. Tune in your TV set to Channel 36. Don't worry, it has one. And this is how you find it.

If your set has push button selection, press one of the spare buttons (eg. ITV2). Now you can receive the Videomaster signal. You do this by tuning in as if you were receiving a normal programme. (Your TV set's instruction book will tell you how to do it). Once set, of course, you just press the same button each time you want to use your Videomaster—you don't have to tune in again.

Adjust vertical hold



Adjust horizontal hold

If your TV set has a single tuning knob, move the dial slowly between the 30 and 40 marks until a picture appears. If you have difficulty in obtaining a clear picture and only get a flickering diagonal pattern or a rolling bar pattern (see illustrations), simply adjust the horizontal or vertical hold controls on the Videomaster console (not those on your TV set). Careful adjustment will give you a stable picture. Should this be a little fuzzy, adjust the fine tuner on your TV set. Some slight adjustment of the contrast and balance controls on the TV may be necessary for best picture results. If the ball is not in play, proceed as follows:

6. Set the speed almost to its maximum by turning the control clockwise. Then press the left hand player's 'serve' button. If the ball doesn't appear after a few seconds, press the button at the right side. Should the ball still not appear, switch off the Videomaster. Turn on again after 30 seconds in order to reset it. And start again. This is the procedure to follow if the ball ever gets "lost" whilst in play.

7. You should now have the ball on screen, bouncing between the two vertical white lines. Now choose the ball speed you prefer by adjusting the control, and switch to the required game. The speed of the ball can be changed at any time, even during a match if you wish. Place the two steel balls in the recesses provided, move the control knobs until they are in the middle of their travel and you are now ready to play.

8. Seven games to choose from

On the top of your Videomaster console, you'll see two switches marked A B and 1 2. (see diagram).

At the start of the instructions for each game, you'll find the switch position for that game in diagram form.

Some elements are common to all games.

1. You can change the speed at which the ball moves from fast to slow. Beginners often prefer a slower speed. Just turn the knob marked 'speed' on the front of the console. Turning the speed control completely anti-clockwise will result in a delay in the ball appearing on the screen.

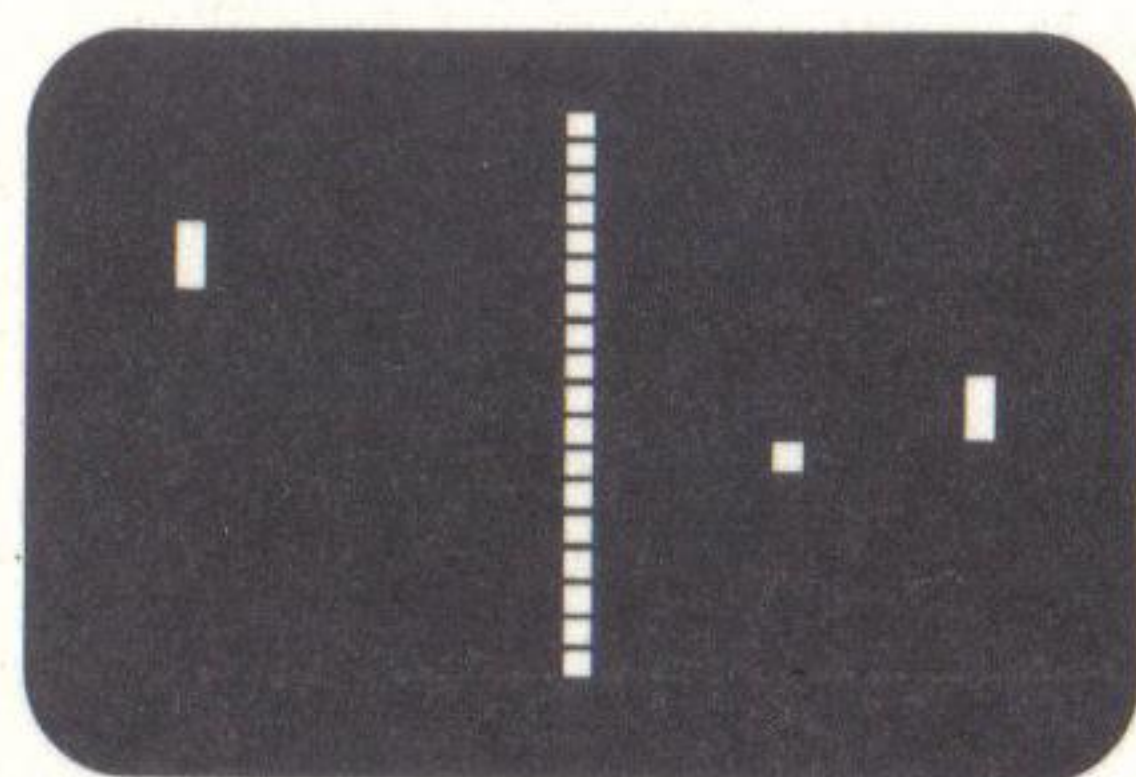
2. Scoring and Serving On the top of the control console you'll find fifteen indentations and one stainless steel ball for each player. When a player wins a point, he simply moves the ball into the next hole. There's plenty of time for scoring because the ball doesn't reappear on the screen until the player controlling the bat on the opposite side of the pitch to which the ball disappears presses the 'serve' button.

3. The two large knobs at the left and right hand corners of the console control the up-and -down movement of your bat on the screen.

4. You will soon find that by skilful use of your bat you can 'chop' the ball upwards or downwards to influence the direction it takes.

5. A centre line 'net' comprising a broad broken stripe is common to all games. In every game, the ball disappears only at the sides (not top or bottom) of the screen.

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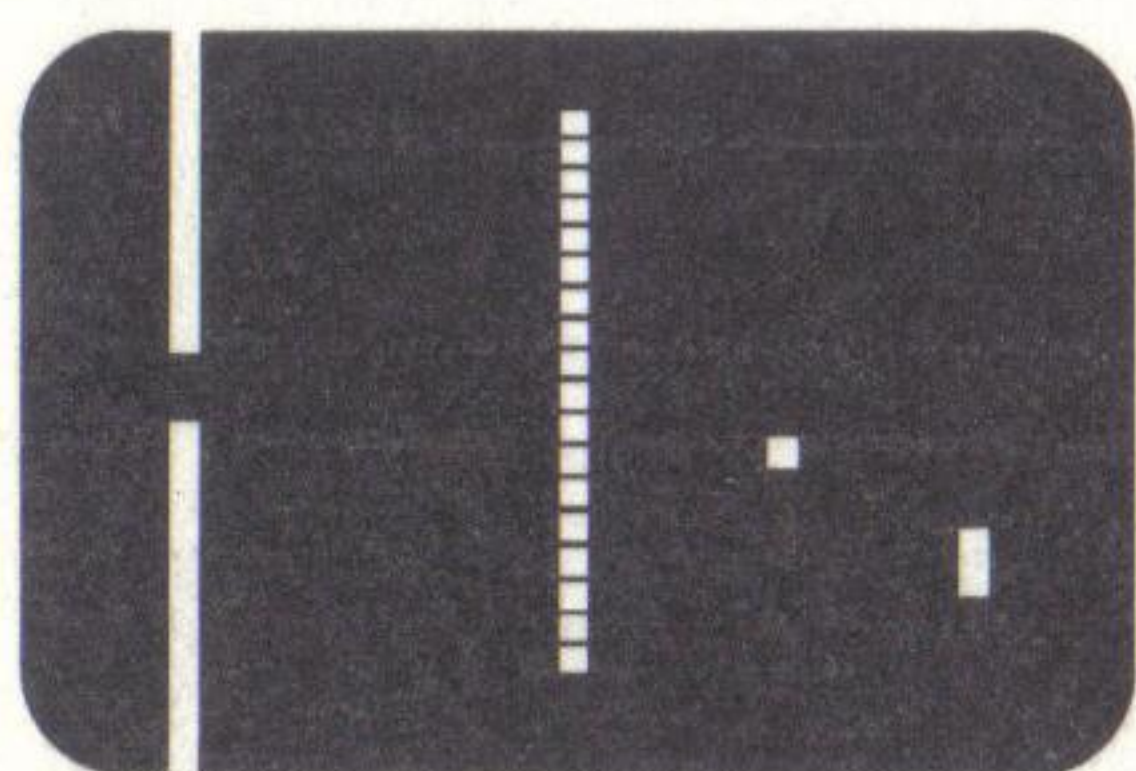
TENNIS

Your switch position A1

As at Wimbledon, your purpose is to prevent your opponent returning your stroke.

By moving your 'bat' up and down you attempt to return the ball so that your opponent cannot get his 'bat' to it. Try out the 'chopping' tactic mentioned earlier. Press the appropriate reset button to make the ball return.

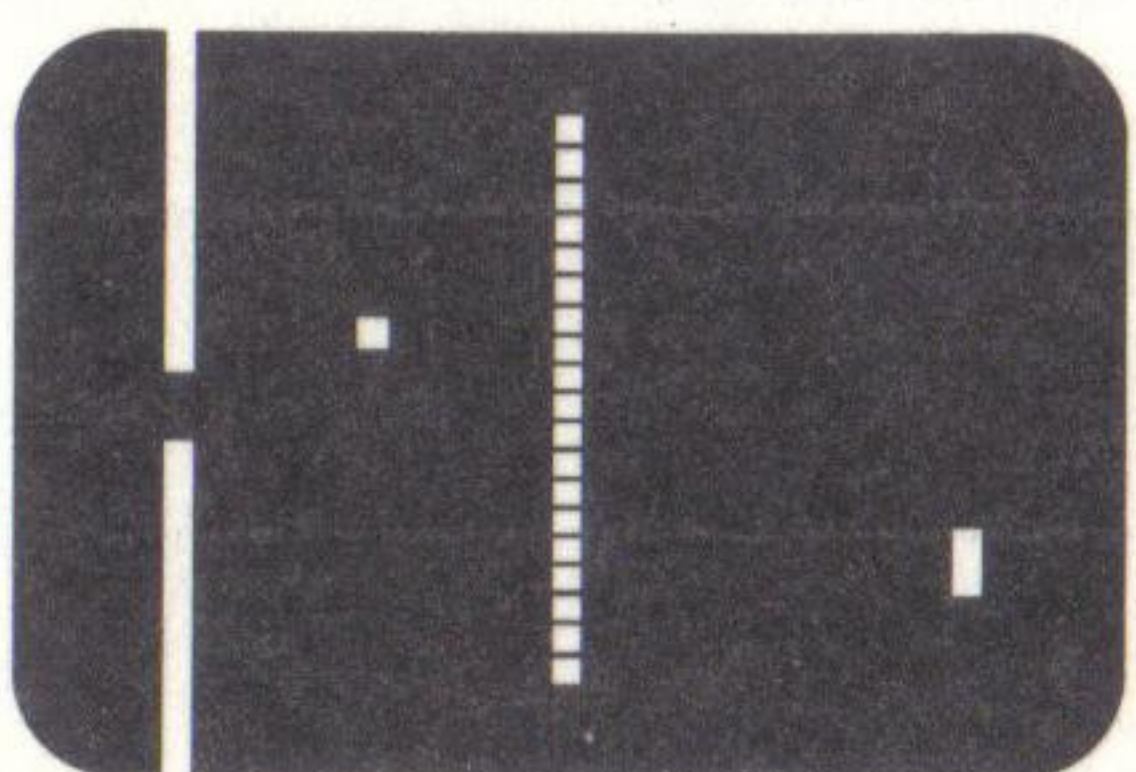
You can notch up games and sets, if you prefer, but most people concede that the winner is the first one to reach 14.



WALL GAME

Your switch position A2

In this game, the player on the left tries to trap the ball as it is lobbed over the net by his opponent on the right. The latter tries to hit a solid part of the moving 'wall' on the left. Whilst the former seeks to swallow the ball by moving the hole in his 'wall' to the right height. It is much harder to trap the ball than hit the 'wall', and we suggest that the method of scoring is that every time the player on the left 'swallows' the ball he scores 3 points, and for every three consecutive times that the player on the right hits the wall (ie. not 'swallowed' or missed by himself) he scores 1 point.

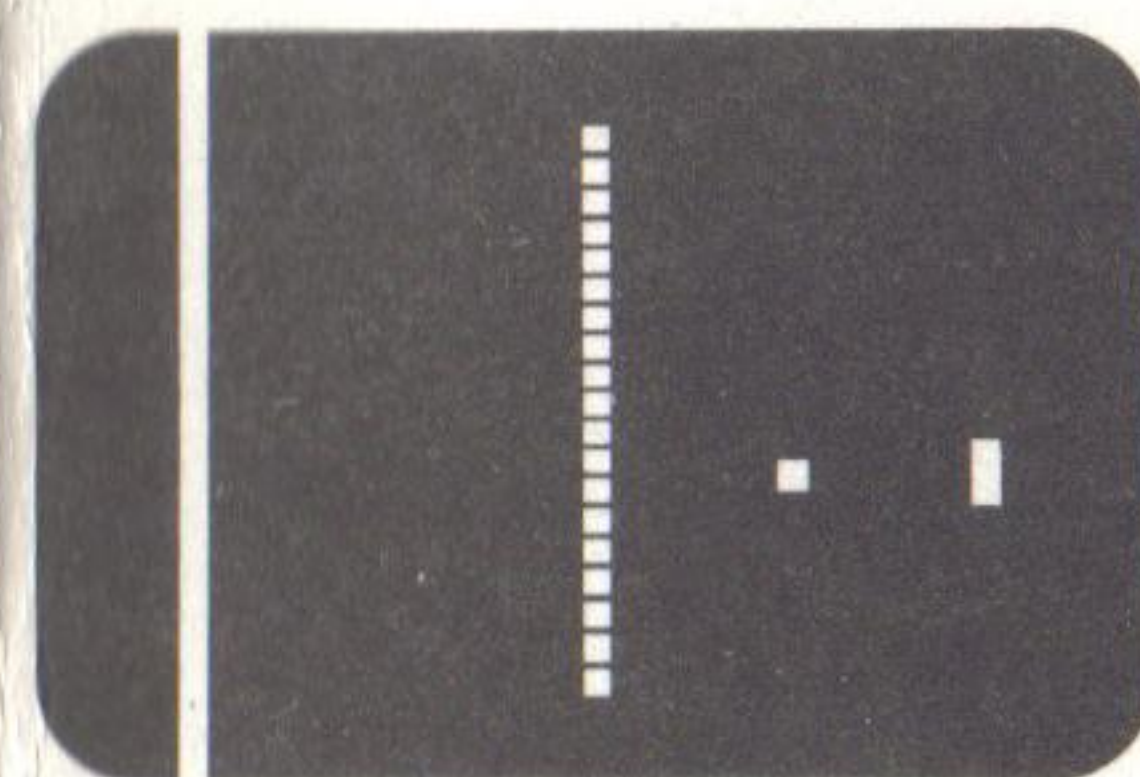


FIND THE GAP

Your switch position A2

This is a game for one player only. For the man who likes to take on an electronic opponent.

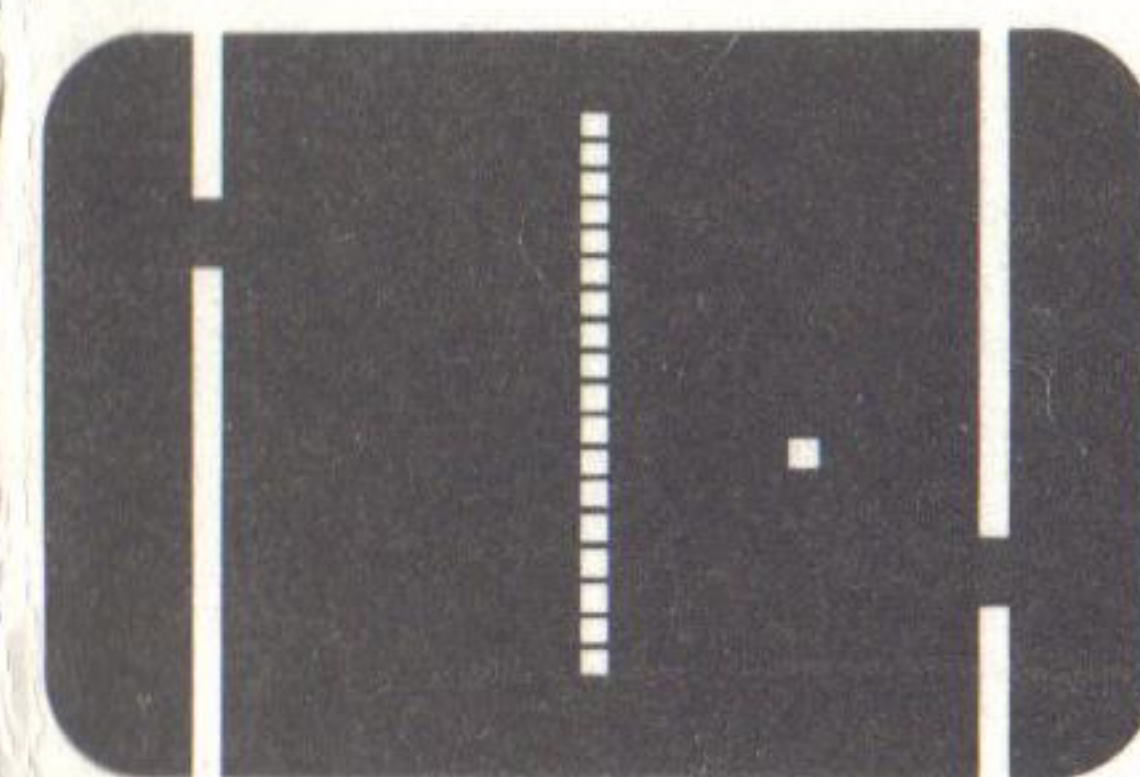
The 'wall' on the left is set up to present a gap, which is only partially controllable by a single player on the right hand side. It is up to that player to hit the ball through the gap. He wins a point whenever he does so, whilst the machine scores whenever he misses the ball.



HAND BALL

Your switch position A2

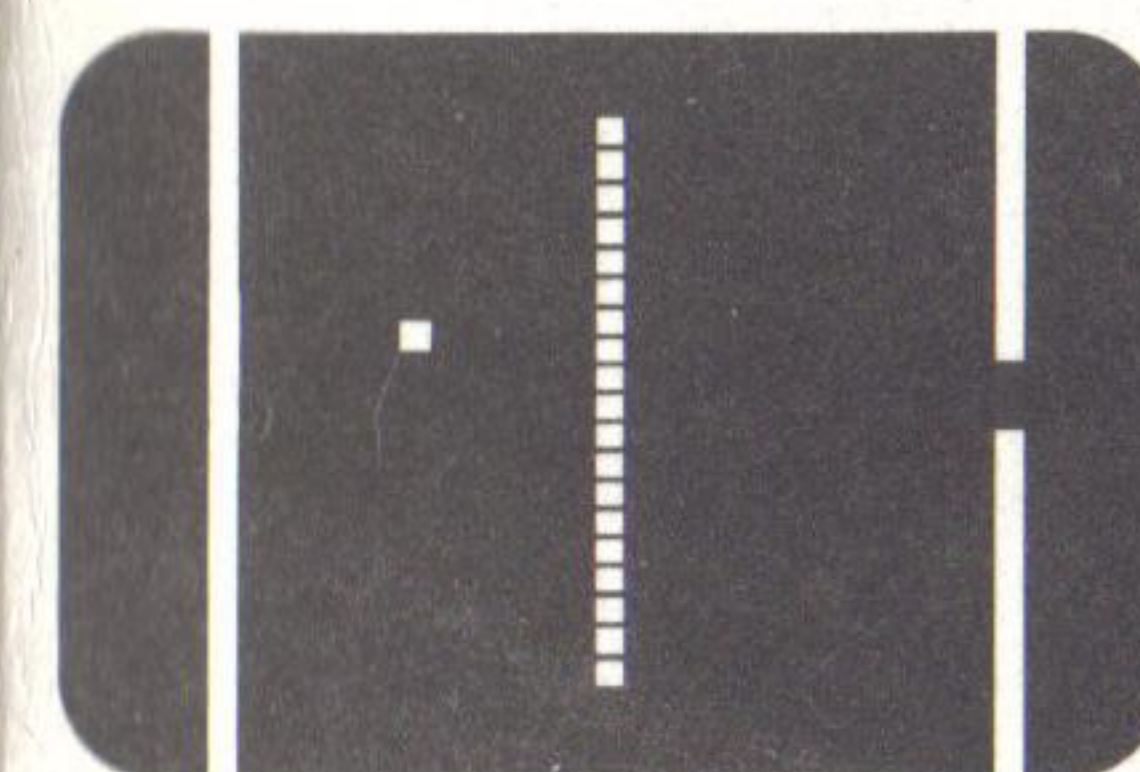
This solo game is an adaptation of Tennis in which one player volleys against the wall. Turn the left hand control knob either fully clockwise or counter clockwise so that the Videomaster presents a solid wall on the left on to which the player volleys the ball as fast and as long as he can.



GRABBIT

Your switch position B2

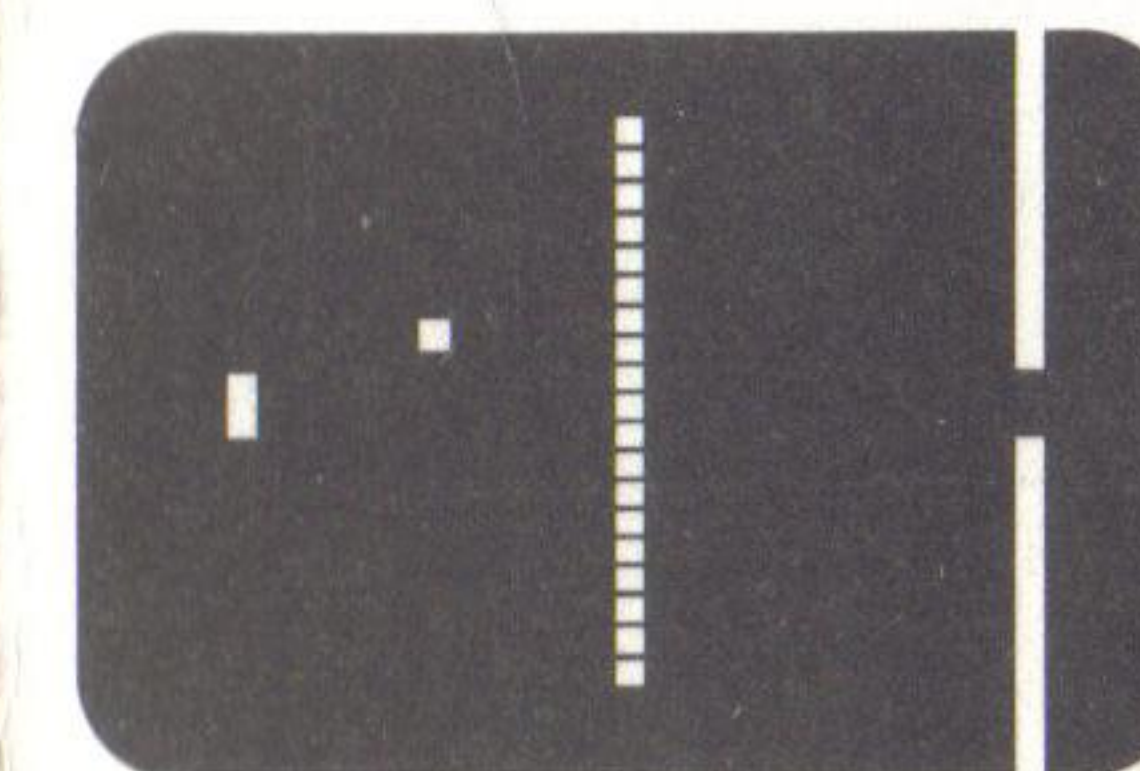
In this game both players try to trap the ball inside the gap in their individual 'walls'. By moving your control knob, you can send the gap up or down, hopefully to coincide with the arrival of your opponent's ball, although to make the game a little harder, the walls have a limited movement on their own. Score one for each successful grab by either player. The winner is the first one to reach 14.



TRAPPER

Your switch position B2

This solo game is an adaptation of Grabbit in which one player takes on the machine. Turn the left hand control knob either fully clockwise or anti-clockwise so that the Videomaster presents a solid 'wall' on the left, off which the ball bounces. The player on the right has to trap the ball by moving the gap in his 'wall' up or down as required. If the ball hits the solid wall on the left three times in succession without being 'trapped' by the solo player on the right, the Videomaster scores one point. The player scores a point every time he traps the ball. There is a limited movement of the right hand wall on its own which makes the game more difficult to play with a slow ball speed.



MOVING TARGET

Your switch position B1

Here's another game for the solo player, and quite a difficult one. The gap in the 'wall' on the right moves on a random basis. It is up to the player to hit the ball through the gap, which gives him three points. The machine scores one point when the player fails to return the ball.